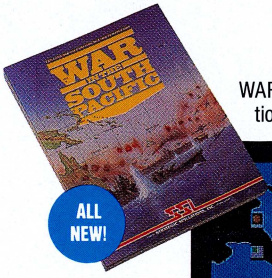
THE BEST GAMES FOR EVERY COMPUTER.

STRATEGIC SIMULATIONS, INC.

SPRING 1987 CATALOG

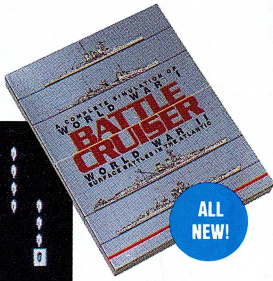
NEW GAMES



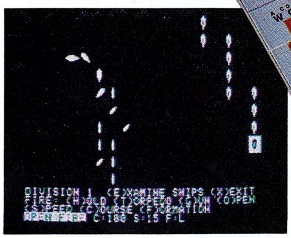
ALL NEW!

APPLE (now)
C-64/128 (March)
Advanced.

WAR IN THE SOUTH PACIFIC™ provides three exciting scenarios of land/sea/air operations in the South Pacific Theater from May '42 to March '43. The most intriguing scenario is the Hypothetical Campaign Game. It assumes that the Battle of Midway did not take place. What would have happened if Admiral Yamamoto had instead decided to throw the bulk of his naval might against the islands of the South Pacific, with Australia the ultimate prize? You'll find out by fighting intense battles around Truk, Guadalcanal, Port Moresby, Rabaul, Fiji, and Australia. The other two scenarios are shorter and historically based. By Gary Grigsby.
Note: APPLE disk is 64K.

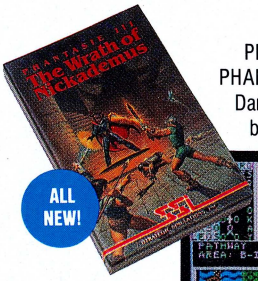


ALL NEW!

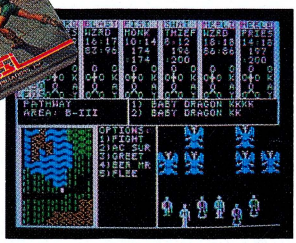


APPLE, ATARI,
& C-64/128 (now)
Advanced.

BATTLECRUISER™ is really two games in one. It uses the same critically acclaimed game system introduced in WARSHIP™ to re-create naval engagements during WWI between Great Britain and Germany. It also simulates WWII surface battles between Britain/France and Germany/Italy. Each war gives you a choice of 79 classes of ships which come historically rated for such factors as number, size and armor of main and secondary guns; number and type of torpedo mounts; maximum speed; radar/fire director; belt and deck armor; and earliest year of availability. You set the course and speed, fire torpedoes, and choose "Ship" or "Division" command mode. During combat, the computer calculates the damage caused by every single shell hit! You can even create your own ships and scenarios. By Gary Grigsby.

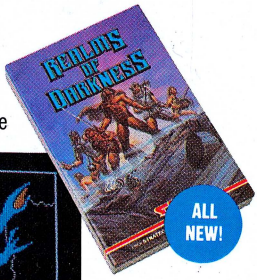


ALL NEW!



APPLE (March)
C-64/128 (April)
ST (May)
Introductory.

PHANTASIE III: The Wrath of Nikademus™ is more than a sequel to PHANTASIE I and PHANTASIE II. It is the final confrontation between your band of six adventurers and the Dark Lord Nikademus and his army of vile beasts and creatures. This pivotal game boasts a number of improved features, such as: A detailed method of handling wounds that determines location and extent of injuries; more strategy and combat options, such as the ability to move each individual character to different positions in the party (e.g., front or back); enhanced graphics with all new character/monster displays; more potent magic spells; increased speed of play while travelling across the wilderness and dungeons. If you've played PHANTASIE I and PHANTASIE II, you can use the same set of characters in this game. By Doug Wood.



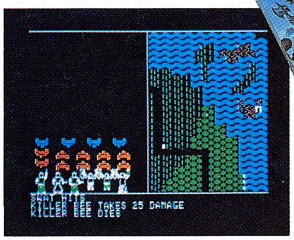
ALL NEW!

APPLE (now)
C-64/128 (May)
Intermediate.

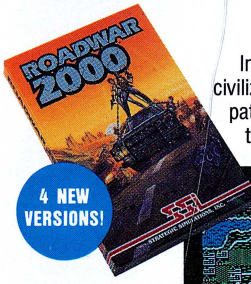
REALMS OF DARKNESS™ is a challenging, multi-faceted fantasy adventure game. Recruit up to eight companions to help you explore an immense and highly detailed magical world, teeming with menacing monsters and shimmering treasures. Your band must fulfill seven quests, in which you use not only brawn but brains to solve the increasingly elaborate and difficult puzzles that block your path to glory. You can split your party into as many as eight different sub-groups, and you're free to switch back and forth among them. Although this is a complex game, it is extremely playable. You can easily switch between a menu-driven fantasy game or text adventure game. In the latter mode, you can "talk" in simple sentences, interact with people and objects, and solve puzzles. By Gary Smith and Duong Nghiem. Includes graphics routines from The Graphics Magician® by Polarware™.

NEW CONVERSIONS

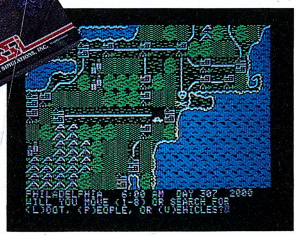
A multiple-character role-playing game, PHANTASIE™ transports you to the medieval isle of Gelnor. You command a group of one to six characters — with such roles as monk, priest, wizard, ranger, thief, or fighter — and you search the lands for the Nine Rings to help you wipe out the scourge of Gelnor: the Dark Lord and his evil minions. You'll map out new terrain, explore maze-like dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. Beautiful Hi-Res color graphics and a spell-binding storyline suspend reality and launch you into our magical world. By Doug Wood.



ATARI (March)
AMIGA (April)
IBM (May) Also ST, APPLE, C-624/128, MAC. Introductory.

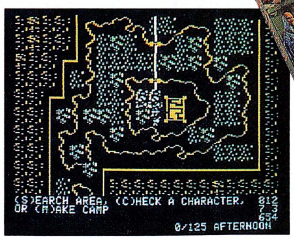


In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields. As a patriotic leader of a road gang, you are asked by what is left of the Federal Government to locate eight scientists and return them to a secret underground lab to develop a cure for the dreaded disease. ROADWAR 2000™ is an exciting solitaire game of survival in a brutal land. As you crisscross the nation's highways on your desperate mission, you must constantly battle mutants, cannibals, and rival road gangs for new recruits, vehicles, supplies, food, gas, guns, ammunition and medicine. In the race to save the U.S., these are more precious than gold. By Jeff Johnson.

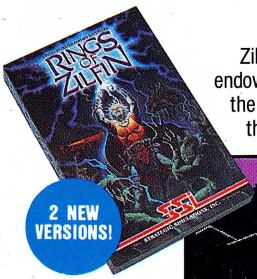


IBM (now); ST (Mar.)
AMIGA (April)
MAC (May) Also APPLE, C-64/128. Introductory.

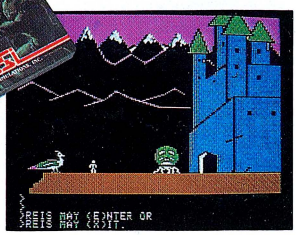
Guide a valiant band of adventurers on a perilous quest to recover the precious WIZARD'S CROWN™. Usurped by the traitor Tarmon, it lies imprisoned behind spell-woven walls in the shattered ruins of Arghan. Eight pre-made characters await your orders, or you can create your own. Arm them with different weapons and skills as they search for clues among the maze of streets, buildings and dungeons. When your heroes clash against the vile denizens of Arghan, this exciting role-playing game boasts a unique feature: You can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. By Paul Murray & Keith Brors.



IBM & ST (May)
Also APPLE, ATARI, C-64/128. Intermediate.



Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the RINGS OF ZILFIN™ is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from The Graphics Magician® by Polarware™.



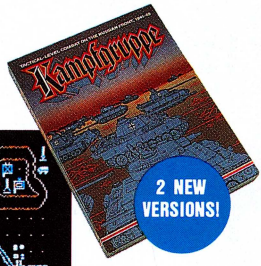
IBM (April)
ST (May)
Also APPLE, C-64/128. Introductory.

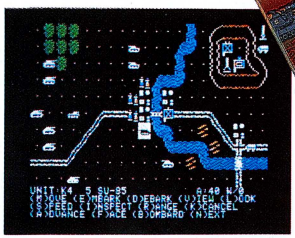
NEW CONVERSIONS

Available April
Also ATARI.
Introductory.

Have you ever dreamed of designing your own wargames or creating your own battle-maps, troops and scenarios unfettered by the constraints of time and reality? Now you can with WARGAME CONSTRUCTION SET™. It lets you design and play a nearly limitless number of simple and complex wargames. Start by drawing your map; place terrain in any arrangement and scale you like. Create your combatants by assigning them different military attributes. Span history by fighting Ancient to modern wars, or suspend reality and engage in fantasy or science-fiction battles. If you don't want to make up your own scenarios, we've provided eight ready-to-play games (five solitaire, three 2-player). By Roger Damon.

KAMPFGRUPPE™, spanning 1941-45, lets you command a German or Russian battle group to engage in the definitive tactical simulation of Eastern Front armored warfare. This is a game that instantly calculates the hit probabilities of practically all ground weapons used on the Russian Front. Every weapon is historically rated for combat effectiveness and its time period of service.
And just look at this impressive list of weapon types: 26 tanks, 13 tank destroyers, 5 assault guns, 6 anti-tank guns, not to mention assorted halftracks, mortars, field artillery, flamethrowers, machine guns and rifles. Combat is resolved down to individual tanks, guns and soldiers. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted. We provide 4 historical and an infinite number of random scenarios. By Gary Grigsby.





IBM (March)
AMIGA (April)
Also APPLE, ATARI, C-64/128.

Available March
Also APPLE, ATARI, C-64/128.
Advanced.

COMPUTER AMBUSH™ gives you the gut-wrenching experience of man-to-man combat during World War II. You're the sergeant of a squad of ten American or German infantrymen — each of whom has a name, personal background, and different combat skills. Your squad is armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, even garottes. The battleground is a half-ruined French town, and the map shows buildings, walls, doors, windows, hedges, and your men. The enemy is usually hidden, depending on extensive line-of-sight rules. The time pressure and meticulous detail of this game creates the stress of actual command. Your heart skips a beat as you watch PFC Chuck Lawson get blown away by that German machine gun you forgot about when you ordered him to sneak across the alley.This is one fast and intense game! By Ed Williger and Larry Strawser.

COLONIAL CONQUEST™ is a fun and simple game of world domination that brings back the late 1800's and early 1900's — the Age of Imperialism. For up to six human players (or a minimum of one human and five computer opponents), this easy strategy simulation puts you in charge of the U.S., Great Britain, Germany, France, Russia, or Japan. You collect money through taxation, and use it for espionage, subversion, fortification, or buying armies and fleets. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth. Using joystick control and beautiful scrolling color graphics, this game will quench your thirst for absolute power. By Dan Cermak.
Note: APPLE disk is 64K.

Available March
Also APPLE, ATARI, C-64/128.
Introductory.

SSI CLASSICS

In their prime, the following games were recognized as some of our best titles.
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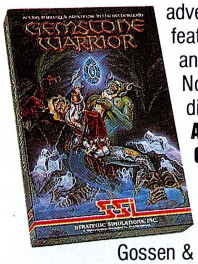
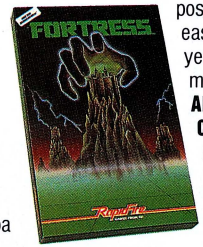
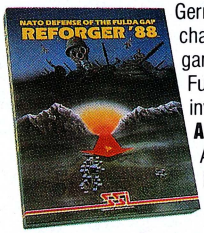
If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!



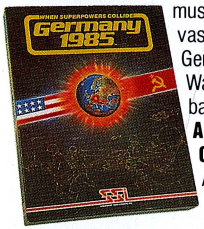
Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy. Note: APPLE disk is 64K. **APPLE, ATARI, C-64/128.** Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



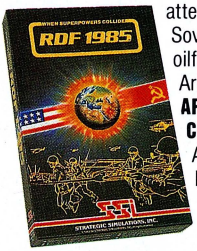
This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master. **APPLE, ATARI, C-64/128.** Introductory. By Jim Templeman and Patty Denbrook.



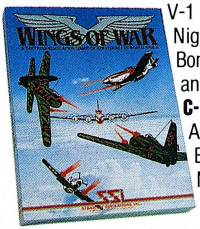
Reforger: NATO's annual exercise assumes a Soviet strike into West Germany. Take charge in this game during the Fulda Gap invasion. **APPLE, ATARI.** Advanced. By Gary Grigsby.



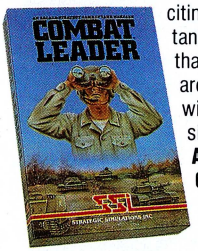
First of the popular series:"When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions. **APPLE, C-64/128.** Advanced. By Roger Keating.



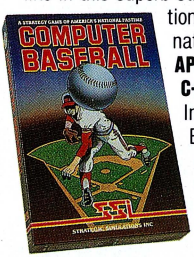
Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia. **APPLE, C-64/128.** Advanced. By Roger Keating.



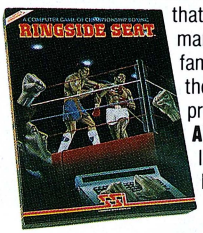
Pilot 36 of World War II's greatest fighters and bombers in 4 scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight. **C-64/128.** Advanced. By Charles Merrow & Jack Avery.



Be company commander, platoon leader, or squad leader in this exciting game of tank battles that combines arcade action with strategy simulation. **ATARI, C-64/128.** Introductory. By David Hille.



Create and manage any team you like in this superb strategy simulation of America's national sport! **APPLE, ATARI, C-64/128, IBM.** Introductory. By Charles Merrow & Jack Avery.



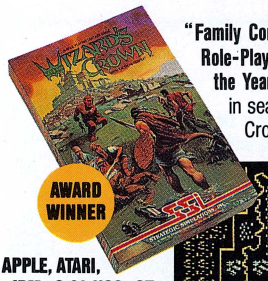
How would Ali have done against Joe Louis? Find out with this game that lets you manage all the famous boxers of the past and present. **APPLE, C-64/128** Introductory. By Carl Saracini.

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

- ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
- INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.
- INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

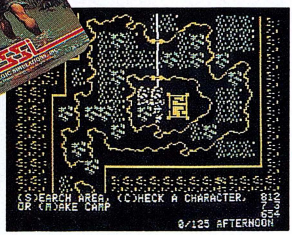
For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

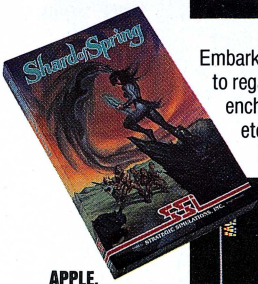
FANTASY



"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide 8 adventurers in search of the lost Wizard's Crown.

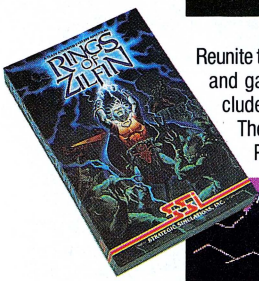
APPLE, ATARI, IBM, C-64/128, ST.
Intermediate.
By Paul Murray & Keith Brors.





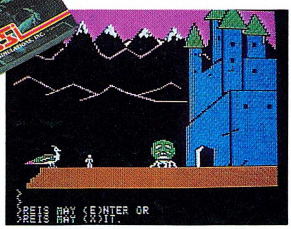
Embark on a treacherous journey to regain the Shard of Spring, an enchanted stone that bestows eternal springtime.
Note: APPLE disk is 64K.

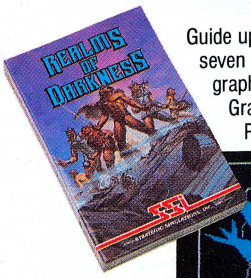
APPLE, C-64/128, IBM.
Introductory.
By Craig Roth & David Stark.



Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® by Polarware™.

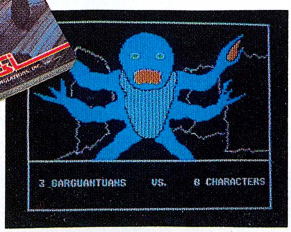
APPLE, C-64/128, IBM, ST.
Introductory.
By Ali N. Atabek.



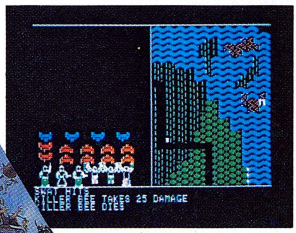


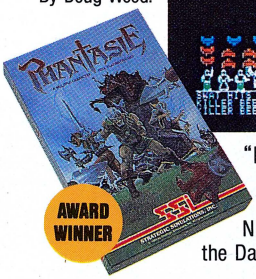
Guide up to eight adventurers on seven different quests. Includes graphics routines from The Graphics Magician® by Polarware™.

APPLE, C-64/128.
Intermediate.
By Gary Smith & Duong Nghiem.



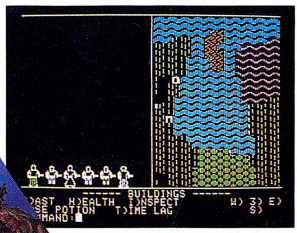
APPLE, MAC, ST, ATARI, C-64/128, IBM, AMIGA.
Introductory.
By Doug Wood.

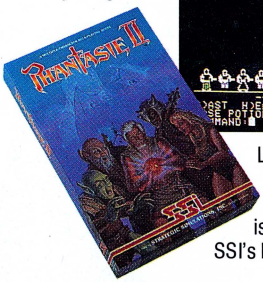




"Family Computing" 1985 Role-Playing Adventure Game of the Year. Search for the Nine Rings to help you battle the Dark Lord's evil minions.

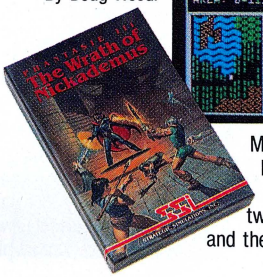
APPLE, ST, C-64/128.
Introductory.
By Doug Wood.





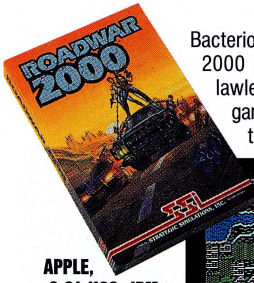
Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game.

APPLE, C-64/128, ST.
Introductory.
By Doug Wood.



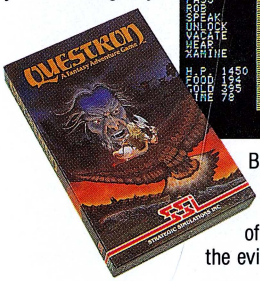
More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus.

FANTASY AND SCIENCE FICTION



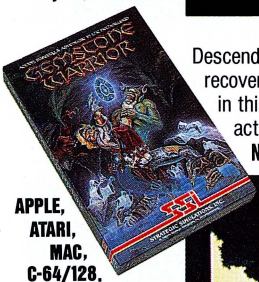
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.

APPLE, C-64/128, IBM, ST, AMIGA, MAC.
Introductory.
By Jeff Johnson.

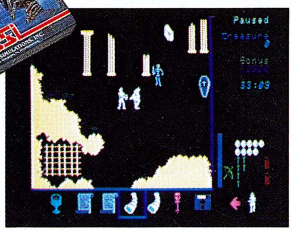


APPLE, ATARI, C-64/128.
Introductory.
By Charles Dougherty.

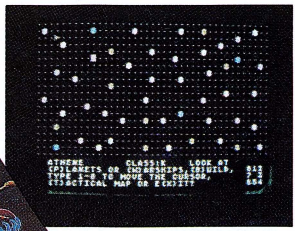
Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.

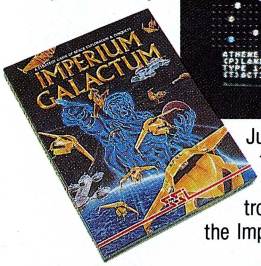


Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy.
Note: APPLE disk is 64K.



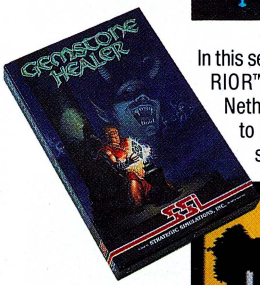
APPLE, ATARI, MAC, C-64/128.
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.





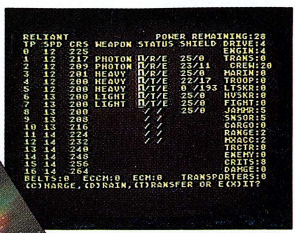
APPLE, ATARI, C-64/128.
Advanced.
By Paul Murray.

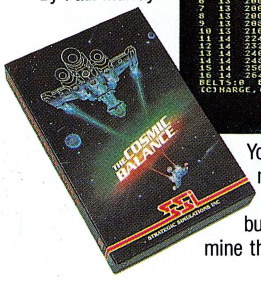
Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.



In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Note: Apple disk is 64K.**

APPLE, C-64/128.
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.

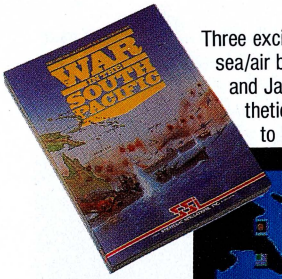

RELIANT POWER REMAINING:28
TP SPD CRS WEAPON STATUS SHIELD DRIVE:4
0 12 225 ENGN:4
1 12 217 PHOTON R/R/E 25/0 TRANS:0
2 12 209 PHOTON R/R/E 23/11 CREW:20
3 12 201 HEAVY R/R/E 25/0 MARIN:8
4 12 200 HEAVY R/I/E 24/17 TROOP:0
5 12 200 HEAVY R/I/E 0/193 LTSKR:0
6 13 200 LIGHT R/I/E 25/0 HVSKR:0
7 13 200 LIGHT R/I/E 25/0 FIGHT:0
8 13 200 25/0 JAMMR:5
9 13 208 SNSOR:5
10 13 216 CARGO:0
11 14 224 RANGE:2
12 14 232 MXACC:2
13 14 240 TRCTR:0
14 14 248 ENEMY:0
15 14 256 CRITS:8
16 14 264 DAMGE:0
RELIANT ECCM:0 ECM:0 TRANSPORTERS:0
C)HARGE,C)RAIN,C)TRANSFER OR E)XIT?



APPLE, ATARI, C-64/128.
Introductory.
By Paul Murray.

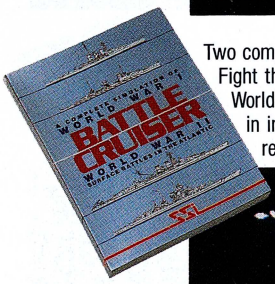
Your ability to not only command a starfleet in battle, but also to design and build starships, will determine the COSMIC BALANCE™.

WARGAMES

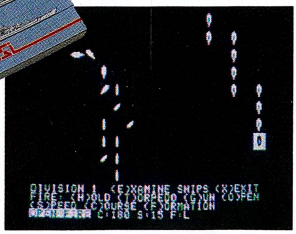


Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.

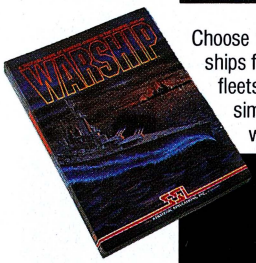
APPLE, C-64/128.
Advanced.
By Gary Grigsby.



Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.

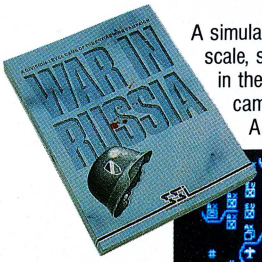


APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.

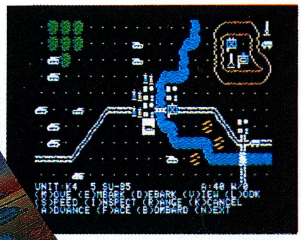
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

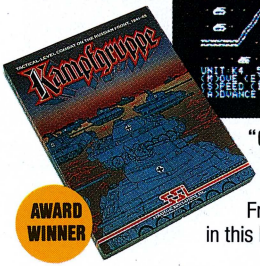


A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI.
Advanced.
By Gary Grigsby.

APPLE, ATARI, C-64/128, IBM, AMIGA.
Advanced.
By Gary Grigsby.

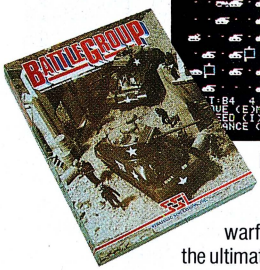




AWARD WINNER

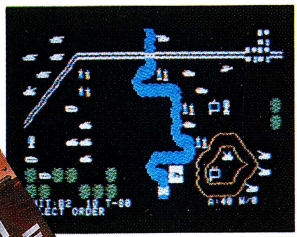
"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

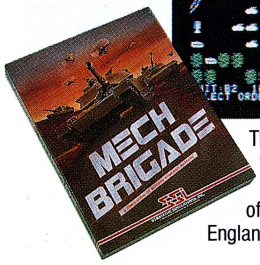
APPLE, C-64/128.
Advanced.
By Gary Grigsby.



KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

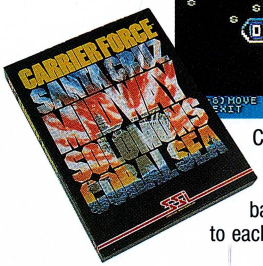
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.





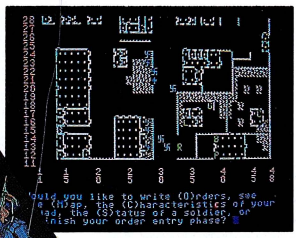
The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



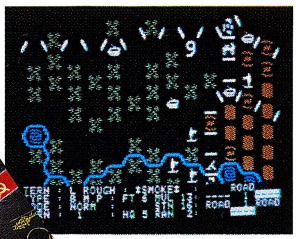
CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and plane!

APPLE, ATARI, C-64/128, MAC.
Advanced.
By Ed Williger & Larry Strawser.



Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

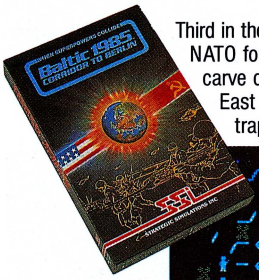
APPLE, C-64/128.
Advanced.
By Roger Keating.



Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

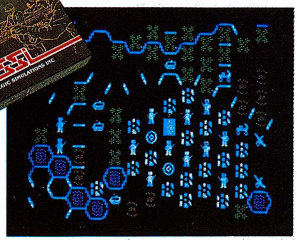
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

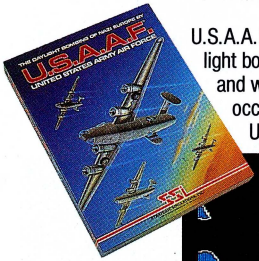
"Family Computing" 1986 Strategy & Tactics Game of the Year. The Battle of Gettysburg is re-created in consummate detail and accuracy.



Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.

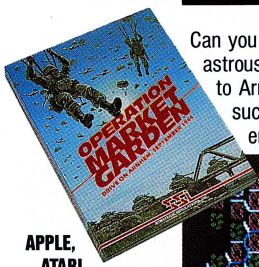
APPLE, C-64/128.
Advanced.
By Roger Keating.





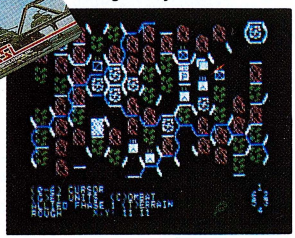
U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.

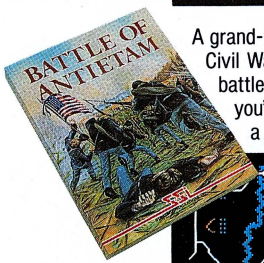
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



Can you turn Montgomery's disastrous failure during the drive to Arnhem into a resounding success? This game is real enough for you to find out.

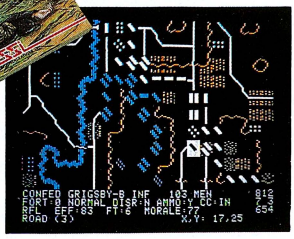
APPLE, ATARI, C-64/128, IBM.
Intermed./Adv.
By David Landrey & Chuck Kroegel.



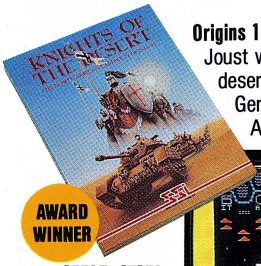


A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!

APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

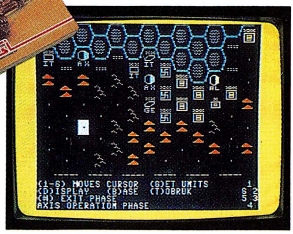


WARGAMES AND SPORTS

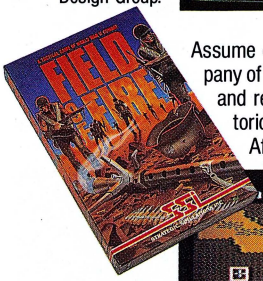


AWARD WINNER

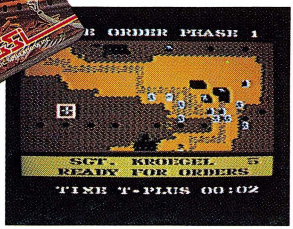
Origins 1983 Best Computer Game: Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.



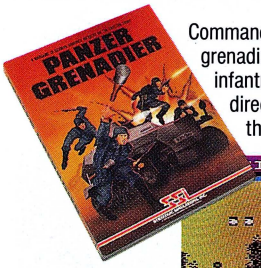
APPLE, ATARI, C-64/128, IBM. Intermediate. By Tactical Design Group.



Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

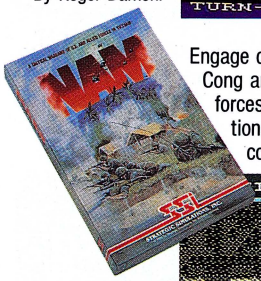


APPLE, ATARI, C-64/128. Intermediate. By Roger Damon.



Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!

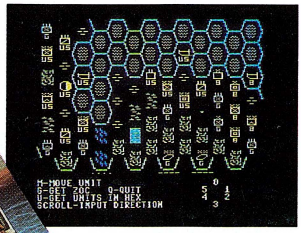
APPLE, ATARI, C-64/128. Introductory. By Roger Damon.

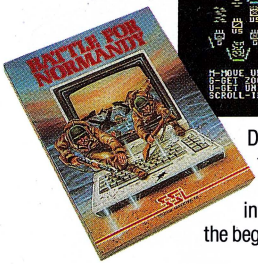


Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."

APPLE, ATARI, C-64/128. Introductory. By Roger Damon & Jeff Johnson.

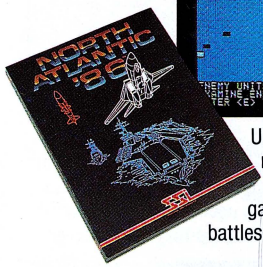
APPLE, ATARI, C-64/128, IBM. Intermediate. By Tactical Design Group.





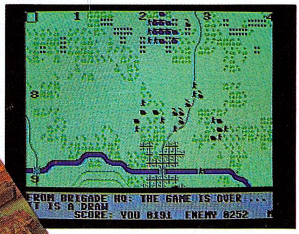
D-Day is here again! Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.

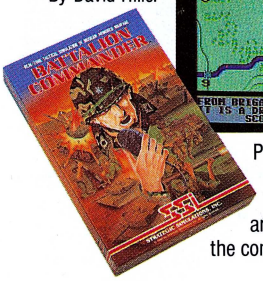
APPLE, MAC. Intermediate. By Gary Grigsby.



Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.

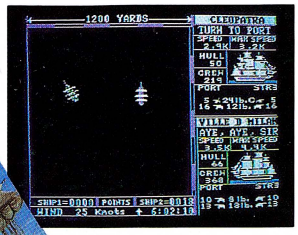
APPLE, ATARI, C-64/128. Introductory. By David Hille.

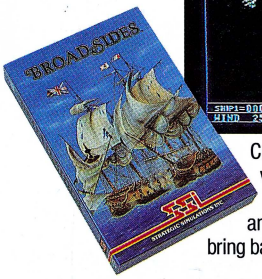




Prepare for real-time action as you direct a modern U.S., Soviet or Chinese armored battalion against the computer. **APPLE disk is 64K.**

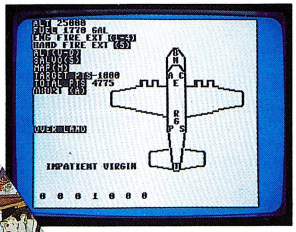
APPLE, ATARI, C-64/128.
Introductory.
By Wayne Garris.

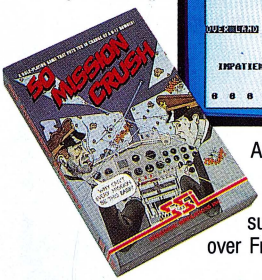




Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.

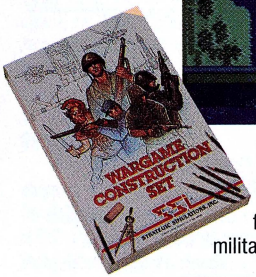
APPLE, ATARI, C-64/128, IBM.
Introductory.
By John Gray.





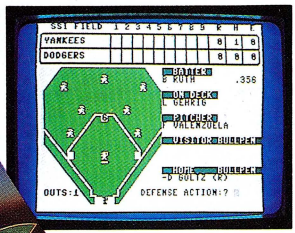
As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France and Germany?

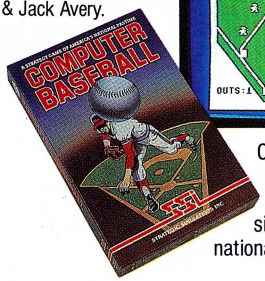
ATARI, C-64/128.
Introductory.
By Roger Damon.



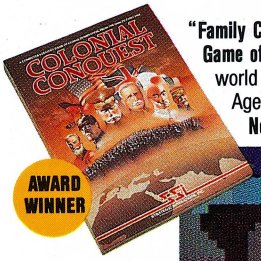
Play games that you design! Create your own maps, troops and weapons and fight battles that span military history!

APPLE, MAC, ATARI, C-64/128, AMIGA, IBM. Introductory.
By Charles Merrow & Jack Avery.



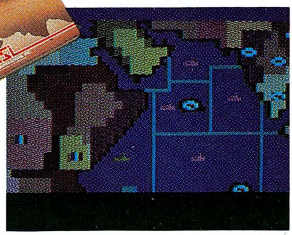


Create and manage any team you like in this superb strategy simulation of America's national sport!

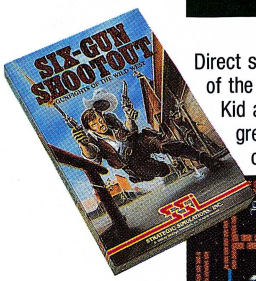


AWARD WINNER

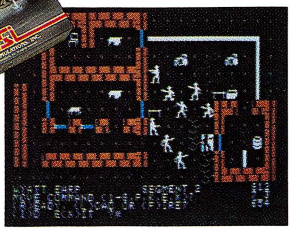
"Family Computing" 1985 Best Game of the Year. Fight for world domination during the Age of Imperialism. **Note: APPLE disk is 64K.**



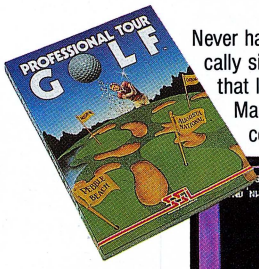
APPLE, ATARI, C-64/128, ST.
Introductory.
By Dan Cermak.



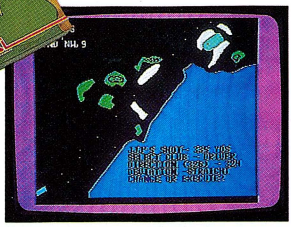
Direct some infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen!



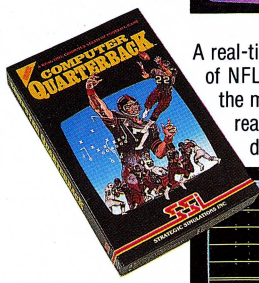
APPLE, ATARI, C-64/128.
Introductory.
By Jeff Johnson.



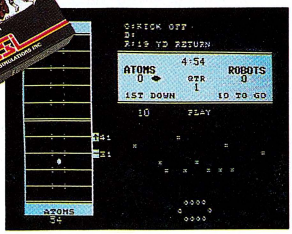
Never has golf been so realistically simulated as in this game that lets you tee off against Masters on world-famous courses.



APPLE, C-64/128.
Introductory.
By Henry Richbourg.



A real-time strategy simulation of NFL football that is probably the most sophisticated and realistic around. Game paddles required.



APPLE, ATARI, C-64/128.
Introductory.
By Dan Bunten.

DATA DISKS

The following data disks are available directly from SSI for $15.00 each except for KAMPFGRUPPE™ Scenario Disk #1 ($19.95).

Please add $2.00 to your total order for shipping and handling. California residents, add applicable sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

Computer Quarterback™ 1985 NFL TEAMS DATA DISK.

This contains player statistics for all 1985 and several historical NFL teams. Available for the Apple,® Atari® and C-64/128™.

The following Computer Quarterback™ data disks are also available:

- **1984 NFL Teams Data Disk** (Apple, Atari, C-64/128)
- **1983 NFL Teams Data Disk** (Apple, C-64/128)
- **1982 NFL Teams Data Disk**
- **1981 NFL Teams Data Disk**
- **1980 NFL Teams Data Disk**

(1980-82 data disks are Apple only)

Computer Baseball™ 1985 TEAMS DATA DISK & STATISTICS COMPILER.

Update your major-league matchups with stats for all the 1985 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk. Available for the Apple,® Atari® and C-64/128™.

The following Computer Baseball™ data disks are also available:

- **1984 Teams Data Disk & Statistics Compiler** (Apple, Atari, C-64/128; IBM® PC version does not have stat compiler)
- **1983 Teams Data Disk & Statistics Compiler** (Apple, Atari, C-64/128)
- **1982 Teams Data Disk & Statistics Compiler** (Apple, C-64/128)
- **1981 Teams Data Disk & Statistics Compiler** (Apple)
- **1980 Teams Data Disk** (Apple; no stat compiler)

Kampfgruppe™ SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple®, Atari® and C-64/128™. **$19.95.**

Computer Air Combat™ PLANES DATA DISK.

Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only. (Apple)

Professional Tour Golf™ COURSE MODULE #1.

This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location. (Apple, C-64/128)

The Shattered Alliance™ TOOL KIT.

This allows you to construct armies and maps to your own specifications. (Apple)

MORE DATA DISKS

The following data disks are offered by independent agents. **Please do not order them through SSI!**

Computer Baseball™ ALL STAR TEAMS.

Imagine the Dodgers with Koufax from 1963 and Snider from 1954 against the Yankees with DiMaggio from 1948 and Mantle from 1956. All-time all star teams for each of the 26 major league teams on one disk (based on player's best year in the current era, 1946 and after). On the same disk are separate NL and AL all star teams for 1980 and each subsequent year. **$15.00** postage paid (California residents, $15.98 including applicable sales tax). Send your check or money order to: **MDT Sports Company, 1335 Pacific Street, Dept. A, Santa Monica, CA 90405. Specify Apple,® C-64/128™ or IBM® when ordering.**

305 Computer Baseball™ TEAMS.

This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set for only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 1104 Susan Way, Novato, CA 94947.** Check or money order only, please. California residents, add applicable sales tax. **Apple,® Atari® and C-64/128™ versions available.**

The Cosmic Balance™ SHIPYARD DATA DISK.

Contains over 20 ships that competed in COMPUTER GAMING WORLD's Cosmic Balance™ Ship Design Contest (including the winner's and judge's ships). **Please specify APPLE, ATARI or C-64/128 when ordering.**

Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566** for **$15.00**. California residents, add applicable sales tax.

MDT Sports Company, CB Enterprises, and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

IN THE WORKS

Here are some new products that you can look forward to:

- A Civil War game on Chickamauga using the Antietam/Gettysburg system
- A sequel to Wizard's Crown
- A tactical game covering Napoleonic battles, using a greatly modified Antietam/Gettysburg system
- A strategic/tactical game on the current war in Afghanistan
- A Civil War game on Shiloh using the Antietam/Gettysburg system
- A WWII B-24 bomber flight simulator game

Amiga™ conversion:
- WIZARD'S CROWN™
- PHANTASIE II™

Atari® ST conversions:
- SHARD OF SPRING™
- GETTYSBURG: The Turning Pt.™

Look for our games at your local computer/software or game store today.

If there are no stores near you, VISA and MasterCard holders can order by calling **toll-free 800-443-0100, x335.** To order by mail, send your check to: SSI, 1046 N. Rengstorff Avenue, Mountain View, CA 94043. California residents, please add applicable sales tax.

Be sure to specify the computer format of the game.

Add $2.00 to your total order for shipping and handling. Allow 4-6 weeks for delivery. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

Availability dates of new products are subject to change.

Every SSI game carries a 14-day "satisfaction or your money back" guarantee. To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip.

ATTENTION DEALERS: If you would like to receive additional catalogs for your customers, please call the sales department at SSI or send your business card to us.

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our hotline number every weekday, 9 to 5 (Pacific Time).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (Pacific Time).

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Order the following games in ziplock bags directly from SSI for **$9.95** each while supplies last:

APPLE:
- EPIDEMIC!
- NAPOLEON'S CAMPAIGNS
- OPERATION APOCALYPSE
- PURSUIT OF THE GRAF SPEE

ATARI 8-BIT:
- EPIDEMIC!

IBM:
- EPIDEMIC!

FREE INTRODUCTORY OFFER

The premiere issue of our new quarterly newsletter, INSIDE SSI, will debut soon! INSIDE SSI will be packed with news of work in progress, game articles and hints, interviews with game designers, new scenarios, and a "behind the scenes" look at SSI. For a limited time, we're offering a free 1987 charter subscription to our valued customers. To become a charter subscriber, please **mail** your name and address to:

INSIDE SSI
Strategic Simulations, Inc.
1046 N. Rengstorff Avenue
Mountain View, CA 94043

"COMPUTER GAMING WORLD"

A magazine to help you get more out of your games

The staff at SSI highly recommends COMPUTER GAMING WORLD, a magazine that deals with the personal computer game hobby. In addition to reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. A subscription for 9 issues/year is $21.50; a sample issue is $2.95.

Write to:

COMPUTER GAMING WORLD
P.O. Box 4566
Anaheim, CA 92803-4566

"FIRE & MOVEMENT" MAGAZINE

Where computer wargamers turn before battle

The historical gamers at SSI would like to recommend FIRE & MOVEMENT magazine to our computer wargaming customers. F&M provides in-depth information in its reviews and analyses of computer wargames, as well as designer and programmer responses and interviews. FIRE & MOVEMENT has been the number one wargaming magazine for over ten years, so if you're serious about SSI's computer wargames, F&M will help you command information as well as troops.

Six bi-monthly issues are $20.00; a sample issue is $3.95. Write to:

FIRE & MOVEMENT
Dept. SCI
P.O. Box 8399
Long Beach, CA 90808
(213) 420-3675

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APPLE®

WARGAMES

TITLE	MEMORY	P*	R*	E*	PRICE
BALTIC 1985™	48K	7.1	7.1	7.1	$34.95
BATTALION COMMANDER™	64K	6.9	7.1	7.2	$39.95
BATTLE FOR NORMANDY™	48K	6.7	6.9	6.5	$39.95
BATTLECRUISER™	**48K**	**NA**	**NA**	**NA**	**$59.95**
BATTLEGROUP™	48K	7.8	7.9	7.8	$59.95
BATTLE OF ANTIETAM™	48K	7.6	8.0	7.7	$49.95
BROADSIDES™	48K	7.1	7.3	7.1	$39.95
CARRIER FORCE™	48K	7.0	7.7	7.2	$59.95
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COMPUTER AMBUSH™	48K	7.2	7.8	7.5	$59.95
FIELD OF FIRE™	48K	7.6	7.1	7.1	$39.95
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FORTRESS™	48K	8.1	5.9	6.9	$14.95
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GETTYSBURG...TURNING POINT™	64K	7.8	8.1	7.9	$59.95
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KNIGHTS OF THE DESERT™	48K	6.6	6.8	6.5	$39.95
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TITLE	MEMORY	P*	R*	E*	PRICE
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ROADWAR 2000™	48K	7.2	7.0	7.5	$39.95

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RINGS OF ZILFIN™	48K	6.9	6.6	6.8	$39.95
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COMPUTER BASEBALL™	512K	5.2	6.2	6.2	$39.95
GEMSTONE WARRIOR™	128K	7.1	6.3	7.2	$34.95
NORTH ATLANTIC '86™	**512K**	**NA**	**NA**	**NA**	**$59.95**
ROADWAR 2000™	**512K**	**NA**	**NA**	**NA**	**$39.95**

IBM® PC & PCjr®

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TITLE	MEMORY	MODE	P*	R*	E*	PRICE
BATTLE OF ANTIETAM™	128K	C	7.5	7.6	7.3	$49.95
**BATTLE FOR NORMANDY™	64K	C/BW	6.6	6.8	6.7	$39.95
50 MISSION CRUSH™	128K	C	7.5	5.4	6.0	$39.95
GETTYSBURG...TURNING PT.™	128K	C	7.3	7.8	7.5	$59.95
KAMPFGRUPPE™	**256K**	**C**	**NA**	**NA**	**NA**	**$59.95**
KNIGHTS OF THE DESERT™	128K	C/BW	6.6	6.7	6.4	$39.95
OPER. MARKET GARDEN™	128K	C/BW	6.9	7.2	7.2	$49.95
TIGERS IN THE SNOW™	64K	C	6.7	6.2	5.9	$39.95

SPORTS

TITLE	MEMORY	MODE	P*	R*	E*	PRICE
COMPUTER BASEBALL™	128K	C/BW	7.8	7.2	7.1	$14.95

SCIENCE FICTION

TITLE	MEMORY	MODE	P*	R*	E*	PRICE
ROADWAR 2000™	**256K**	**C**	**NA**	**NA**	**NA**	**$39.95**

FANTASY/ADVENTURE

TITLE	MEMORY	MODE	P*	R*	E*	PRICE
PHANTASIE™	**256K**	**C**	**NA**	**NA**	**NA**	**$39.95**
RINGS OF ZILFIN™	**256K**	**C**	**NA**	**NA**	**NA**	**$39.95**
SHARD OF SPRING™	**256K**	**C**	**NA**	**NA**	**NA**	**$39.95**
WIZARD'S CROWN™	**256K**	**C**	**NA**	**NA**	**NA**	**$39.95**

COMMODORE AMIGA™

TITLE	MEMORY	P*	R*	E*	PRICE
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KAMPFGRUPPE™	**512K**	**NA**	**NA**	**NA**	**$59.95**
PHANTASIE™	**512K**	**NA**	**NA**	**NA**	**$39.95**
ROADWAR 2000™	**512K**	**NA**	**NA**	**NA**	**$39.95**

All APPLE games are on 48K mini floppy disk for the Apple II with Applesoft ROM, II+, IIe and IIc, unless otherwise specified. All will work on the Apple III except those games marked with "†."

** Not compatible with the PCjr.

† Requires game paddles or joysticks. and is not playable on the Apple III.

†† Will not work on an Apple IIc.

C = Color card required. BW = Monochrome card required.

*** Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability (P), Realism (R) and Excitement (E). 9 is excellent and 1, poor. Here, we present the average scores for each game. NA means not available due to a game's recent release.**

Please add $2.00 to your total order for shipping and handling. California residents, add applicable sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

COMMODORE 64™/128™

TITLE	MEMORY	P*	R*	E*	PRICE
WARGAMES					
BALTIC 1985™	64K	6.8	7.0	7.1	$34.95
BATTALION COMMANDER™	64K	7.1	6.8	6.7	$39.95
BATTLE FOR NORMANDY™	64K	6.7	6.9	6.7	$39.95
BATTLECRUISER™	**64K**	**NA**	**NA**	**NA**	**$59.95**
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BATTLE OF ANTIETAM™	64K	7.4	7.8	7.4	$49.95
BROADSIDES™	64K	7.1	7.2	7.0	$39.95
CARRIER FORCE™	64K	7.2	7.7	7.3	$59.95
‡ COLONIAL CONQUEST™	64K	8.0	7.1	7.6	$39.95
COMBAT LEADER™	64K	6.5	6.7	6.5	$14.95
COMPUTER AMBUSH™	64K	7.4	7.7	7.6	$59.95
FIELD OF FIRE™	64K	7.7	7.2	7.4	$39.95
50 MISSION CRUSH™	64K	7.4	6.5	6.7	$39.95
FORTRESS™	64K	7.4	5.7	6.3	$14.95
GEOPOLITIQUE 1990™	64K	7.0	6.9	6.9	$39.95
GERMANY 1985™	64K	6.9	6.9	6.9	$14.95
GETTYSBURG...TURNING POINT™	64K	7.7	8.0	7.9	$59.95
KAMPFGRUPPE™	64K	7.5	7.8	7.7	$59.95
KNIGHTS OF THE DESERT™	64K	6.7	7.0	6.6	$39.95
MECH BRIGADE™	64K	7.2	7.5	7.4	$59.95
NAM™	64K	7.9	7.1	7.3	$39.95
NORWAY 1985™	64K	7.2	6.9	7.0	$34.95
OPERATION MARKET GARDEN™	64K	7.3	7.5	7.5	$49.95
PANZER GRENADIER™	64K	7.8	7.1	7.4	$39.95
RDF 1985™	64K	6.6	6.8	6.8	$14.95
SIX-GUN SHOOTOUT™	64K	7.5	6.9	7.1	$39.95
TIGERS IN THE SNOW™	64K	6.9	6.6	6.5	$39.95
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PHANTASIE™	64K	7.8	7.3	7.9	$39.95
PHANTASIE II™	64K	8.0	7.4	8.0	$39.95
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BATTLECRUISER™	**48K**	**NA**	**NA**	**NA**	**$59.95**
BROADSIDES™	48K	7.2	7.4	7.2	$39.95
CARRIER FORCE™	40K	6.9	7.8	7.3	$59.95
‡ COLONIAL CONQUEST™	48K	7.9	7.0	7.6	$39.95
‡ COMBAT LEADER™	48K	7.2	7.3	7.2	$14.95
COMPUTER AMBUSH™	48K	7.4	7.9	7.7	$59.95
‡ FIELD OF FIRE™	48K	7.8	7.4	7.5	$39.95
50 MISSION CRUSH™	40K	7.6	6.8	6.7	$39.95
FORTRESS™	40K	8.1	5.8	6.9	$14.95
GETTYSBURG...TURNING POINT™	48K	8.1	8.1	8.1	$59.95
KAMPFGRUPPE™	48K	7.6	8.0	7.8	$59.95
‡ KNIGHTS OF THE DESERT™	40K	6.8	7.1	6.7	$39.95
MECH BRIGADE™	48K	7.6	7.7	7.7	$59.95
‡ NAM™	48K	7.9	7.1	7.3	$39.95
OPERATION MARKET GARDEN™	48K	7.7	7.8	7.6	$49.95
‡ PANZER GRENADIER™	48K	8.2	7.4	7.7	$39.95
REFORGER '88™	48K	7.5	7.6	7.4	$14.95
SIX-GUN SHOOTOUT™	48K	7.7	6.1	7.5	$39.95
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WAR IN RUSSIA™	48K	7.7	7.9	7.7	$79.95
WARGAME CONSTRUCTION SET™	48K	7.7	7.1	7.2	$29.95
WARSHIP™	**48K**	**NA**	**NA**	**NA**	**$59.95**
SPORTS					
COMPUTER BASEBALL™	40K	7.6	7.4	7.1	$14.95
‡ COMPUTER QUARTERBACK™	48K	7.8	7.1	7.3	$39.95
SCIENCE FICTION					
THE COSMIC BALANCE™	48K	7.2	7.1	7.1	$39.95
IMPERIUM GALACTUM™	48K	7.3	7.2	7.2	$39.95
FANTASY/ADVENTURE					
GEMSTONE WARRIOR™	48K	7.6	6.9	7.6	$14.95
PHANTASIE™	**48K**	**NA**	**NA**	**NA**	**$39.95**
QUESTRON™	40K	7.6	6.9	7.6	$49.95
WIZARD'S CROWN™	48K	7.6	7.6	7.7	$39.95
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